FALL 2016 INTRAMURAL SPORTS CANOE BATTLESHIP RULES

(Updated 05/16)

RULE 1: Facility

1. All games will be played at the Field House pool in an area approximately three swimming lanes across. In the pool, boundaries are provided by lane lines and the side of the pool.

Rule 2: Player Eligibility

1. All Intramural Sports eligibility rules apply. Please check the Intramural Sports Rules and Regulations carefully.
2. All players must check-in with their University ID cards or government-issued photo ID with the Intramural Supervisor prior to participating.

Rule 3: Team Composition and Requirements

1. The heat shall be played between two to six teams of four to five players each (three players per canoe are recommended). Each team must provide a “boat guide” to be positioned in the water and guide their team’s canoe. Each team’s boat guide must be positioned on the end of their team’s canoe and remain there throughout the entire heat. A minimum of four players is required to prevent a forfeit. Teams will have to wait for their heats.
2. A team may have an unlimited number of players on its roster. Substitutes may only replace an active player between heats.
3. Appropriate swimwear is required to be worn by all players who will be in a canoe.

Rule 4: Equipment

1. Each team will receive three buckets and one shield. Teams can distribute their equipment throughout the boat in any order.

Rule 5. Object of the Game

1. Teams attempt to sink their opponents by throwing water from their buckets into their opponents’ boats.
2. During qualifying rounds, a predetermined number of boats afloat (typically the last one or three depending on registration) will advance to the next round.
3. The last boat afloat in the final round will win the tournament.

Rule 6. Game Play

1. Players must be sitting or kneeling in the bottom of the boat to begin.
2. At the start of a round, the boats will be evenly spread along the perimeter of the battle waters. An official will instruct the canoes to push off towards the center of the pool. An official will then blow his/her whistle to start play.
3. Teams may engage as soon as the starting whistle is blown.
4. Players may throw water with their buckets, shields, or hands at their opponents.
5. When play is paused by an official, all play must stop including throwing water and moving the boat within the pool.

**Rule 7: Restrictions**

1. Players may not take water out of their own canoes.
   a. **Penalty:** Replacement of water at official’s discretion plus one large penalty bucket.
2. Players may not touch an opponent, opponent’s equipment (in the possession of an opponent or in the pool), or an opponent’s boat.
   a. **Penalty:** One large penalty bucket. Any intentional act of tipping an opponent’s canoe may result in team disqualification.
3. Players may not touch the side of the pool or any lane lines within the pool in an effort to push off or otherwise direct or propel their boat within the water.
   a. **Penalty:** One large penalty bucket.
4. A team may never possess more than three buckets and one shield.
   a. **Penalty:** One large penalty bucket.
5. Players must immediately freeze when an official’s whistle is blown.
   a. **Penalty:** One large penalty bucket.
6. During the stoppage of play all players are prohibited from throwing water at opponents or removing water from their canoes.
   a. **Penalty:** One large penalty bucket.

7. **If a player falls out of or intentionally leaves their team’s boat.**
   a. **Penalty:** One large penalty bucket and that player will not be replaced.
      i. If a player falls out of the boat, play will stop, the player will get out of the pool, the team will play shorthanded, and play will resume on the official’s whistle.
8. **If a team’s “boat guide” is found to be supporting their canoe to prevent it from sinking.**
   a. **Penalty:** One large penalty bucket.
9. **If a team is intentionally stalling to avoid contact with the other boats.**
   a. **Penalty:** One large penalty bucket.

10. Game officials will blow their whistles to stop play when a penalty bucket is issued. They will announce which boat receives the penalty. The penalized boat will be required to bring the canoe to the side of the pool, where an official will administer the penalty bucket.
11. Teams are prohibited from collaborating with other canoes.

**Rule 8: Elimination**

1. A team is eliminated when:
   a. Its canoe capsizes or both sidewalls of the canoe are underwater.
   b. A game official rules a team is eliminated due to unsportsmanlike conduct or dangerous play.
   c. If a canoe receives more than three penalty buckets.
2. Once eliminated, the game officials will stop play until the eliminated team and its canoe clear the playing area.